**BREAKING CHANGES BETWEEN WEB 1.0, 2.0 AND 3.0**

Firstly, **Web 1.0** was specifically for **Reading** as well as **getting** information. **Web 2.0** included **Reading**, **Writing** and **Creating** information. Furthermore, **We3.0** incorporates **Reading, Writing** as well as **Owning.**

Secondly,  **Web1.0** is used in Dictionaries, Web forms and it uses HTML portals, while **Web2.0**  is used for website applications and it uses XML and RSS platforms. And **Web3.0** is used for smart contracts applications and it uses RDF, RDFS, and OWL.

In addition, **Web1.0** engages in Banner Advertising, while **Web2.0** engages in Interactive advertising. And **Web3.0** deals with Behavioural advertising.

Lastly, **Web1.0**  uses Content Delivery Network which showcases the piece of information on the website. **Web 2.0** uses Ajax and JavaScript frameworks for it’s development. While in **Web3.0,** every Device is connected to the Website using ontological languages like OWL **.**